SPIRIT WARRIOR

The massive insectoid shape towering before you, at first glance, seems to be nothing more than a well preserved exoskeleton belonging to a long dead creature. Closer inspection, however, reveals that its body is covered in ancient markings. Some are runes of arcane and divine magic meant to enhance the creature in some way. Others are scars and scratches that suggest innumerable battles fought in a long-forgotten age.

Wartime Relics. Spirit warriors are enormous undead insects. On their own, they can do nothing but lay inert and imposing. However, when they are piloted by a sentient creature with enough mental fortitude to command their massive bodies, they become an extension of the pilot's will. The first spirit warriors were created by Astral Elves to be used as long range weapons during an ancient war

between their empire and that of the Orcs. While memory of this conflict has all but faded to dust, there are still some spirit warriors that have endured the ages. Most spirit warriors that still exist are guarded by noble Elvish families and treated as relics to be preserved, although there are some which were lost during the war. These lost spirit warriors lay in wait, completely inert, waiting to be rediscovered by a worthy pilot once again.

Biodiverse. Spirit warriors, for the most part, come in three varieties. The first are carnivores. They are exoskeletons belonging to creatures such as the praying mantis. They have slashing forelimbs and biting mandibles. Their wings often display eyespots that are reflexively displayed before combat begins. Second are the herbivores. These warriors share traits with insects such as the katydid. They come in a wide variety of shapes from noble spindly forms to powerhouses wrapped in thick armoured shells. The third variety of warrior is the nectar. They descend from insects such as the butterfly or wasp. Nektar spirit warriors are brightly coloured with iridescent thoraxes and alternating bands of colour across their abdomens. Their wings are large and colourful, with various patterns. It is also rumoured that even more forms may exist beyond these three, however, if they exist at all, knowledge of their specifications has been lost to time.

Labour of Love. The process of creating a spirit warrior is a lengthy one. It all starts with an egg, no bigger than a sack of grain. This egg is given to the spirit warriors would-be pilot to nurture and protect. When the egg hatches, the pilot must nurture and protect the fragile larva from six months to a year, until it is mature. During this time the insect forms a close emotional bond with the pilot, similar to that of a pet or loyal familiar. After a year the insect is mature, and the spells of modification can begin, however, most pilots choose to delay this process until after the insect has died of old age. If the spells are performed on a living insect, it dies during the ceremony. This is not only cruel, but also serves to weaken the emotional bond between insect and pilot. The insect becomes a spirit warrior via spells that enlarge, animate, strengthen, and physically modify the insect's exoskeletal remains. These spells also link the minds of pilot and insect in an unbreakable bond, unaffected by magic, disease, physical attack, or mental control. The final stage of the process instals a special helm in the hollow chest cavity of the insect warrior. Once the process is complete, the spirit warrior and pilot can begin working together as a unified pair. In the event that someone other than the original pilot attempts to control the spirit warrior, the insect's spirit gets some say in the matter. If it rejects the new pilot, it can attempt to cause them psychic trauma and shut itself down. Though there are always those who would take their power by force if given the means.

Enhanced Air Pocket. A spirit warrior brings enough air with it when travelling through a vacuum to support one medium sized creature for 24 hours.

Undead Nature. A spirit warrior doesn't require air, food, drink, or sleep.

Spirit Warrior Carnivore

Huge Undead, Neutral

Armour Class - 18 (natural armor)
Hit Points - 253 (22d12 + 110)
Speed - 40 ft., climb 30 ft., fly 40 ft.

STR 28 (+9)
DEX 20 (+5)
CON 18 (+4)
INT 8 (-1)
WIS 18 (+4)
CHA 12 (+1)

Damage Immunities Poison
Damage Resistances Psychic
Condition Immunities Charmed, exhaustion, frighten, paralyzed, poisoned
Senses blindsight 60 ft., passive Perception 10
Languages -
Challenge 13 (10,000 XP)

Proficiency Bonus +5

Traits

Crushing Jaws.
At the end of the spirit warrior's turn, any creature grappled in its mandibles as the result of a bite attack takes 7 (2d6) bludgeoning damage.

Turn Immunity
The spirit warrior is immune to any effect that turns undead.

Two Beings As One.
The spirit warrior is unable to take actions or move unless it is piloted by another creature. In order for a creature to pilot the spirit warrior it must be able to fit in the spirit warrior's spelljamming cockpit (typically sized for a medium creature) and have an Intelligence score of at least 8. A creature can enter or exit the cockpit by using an action. While being piloted by another creature, the spirit warrior is entirely under that creature's control and takes its turn in initiative in place of the pilot's turn. If the spirit warrior has to make a saving throw it uses the pilot's saving throw modifier in place of its own. If the spirit warrior takes any amount of psychic damage, the pilot takes the damage instead. If the spirit warrior is reduced to 0 hit points, the pilot must succeed on a DC 18 Constitution saving throw or be reduced to 0 hit points. The spirit warrior also has some control over who is allowed to pilot

it. If a creature attempts to control the spirit warrior and the spirit warrior does not want to be controlled by that creature, the pilot must succeed on a DC 18 Charisma saving throw. On a failed save the unwanted creature takes 18 (5d6) psychic damage, gains 1 level of exhaustion, and is unable to pilot the spirit warrior for 24 hours. On a successful save the creature can pilot the spirit warrior as normal until it exits the cockpit.

Actions

Multiattack.
The spirit warrior makes three weapon attacks.

Bite.
Melee Weapon Attack: +14 to hit, reach 5 ft., one creature.
Hit: 31 (5d8 + 9) bludgeoning damage and the target is grappled (escape DC 18).

Claw.
Melee Weapon Attack: +14 to hit, reach 10 ft., one creature.
Hit: 23 (4d6 + 9) slashing damage and the target is grappled (escape DC 18).

Greatsword.
Melee Weapon Attack: +14 to hit, reach 10 ft., one creature.
Hit: 27 (4d8 + 9) slashing damage.

Longbow.
Ranged Spell Attack: +10 to hit, reach 120/500 ft., one creature.
Hit: 23 (4d8 + 5) damage.

Spirit Warrior Herbivore

Huge Undead, Neutral

Armour Class - 19 (natural armor)
Hit Points - 253 (22d12 + 110)
Speed - 50 ft., climb 30 ft., fly 40 ft.

STR 28 (+9)
DEX 20 (+5)
CON 18 (+4)
INT 8 (-1)
WIS 18 (+4)

CHA 12 (+1)

Skills Stealth +10
Damage Immunities Poison
Damage Resistances Psychic
Condition Immunities Charmed, exhaustion, frighten, paralyzed, poisoned
Senses blindsight 60 ft., passive Perception 10
Languages -
Challenge 13 (10,000 XP)

Proficiency Bonus +5

Traits

Active Camouflage.
The spirit Warrior has advantage on Dexterity (Stealth) checks and can attempt to hide as a bonus action.

Turn Immunity
The spirit warrior is immune to any effect that turns undead.

Two Beings As One.
The spirit warrior is unable to take actions or move unless it is piloted by another creature. In order for a creature to pilot the spirit warrior it must be able to fit in the spirit warrior's spelljamming cockpit (typically sized for a medium creature). A creature can enter or exit the cockpit by using an action. While being piloted by another creature, the spirit warrior is entirely under that creature's control and takes its turn in initiative in place of the pilot's turn. If the spirit warrior has to make a saving throw it uses the pilot's saving throw modifier in place of its own. If the spirit warrior takes any amount of psychic damage, the pilot takes the damage instead. If the spirit warrior is reduced to 0 hit points, the pilot must succeed on a DC 18 Constitution saving throw or be reduced to 0 hit points.

Actions

Multiattack.
The spirit warrior makes three weapon attacks.

Claw.
Melee Weapon Attack: +14 to hit, reach 10 ft., one creature.
Hit: 23 (4d6 + 9) slashing damage and the target is grappled (escape DC 18).

Greatsword.
Melee Weapon Attack: +14 to hit, reach 10 ft., one creature.
Hit: 27 (4d8 + 9) slashing damage.

Longbow.
Ranged Spell Attack: +10 to hit, reach 120/500 ft., one creature.
Hit: 23 (4d8 + 5) damage.

Spirit Warrior Nectar

Huge Undead, Neutral

Armour Class - 18 (natural armor)
Hit Points - 253 (22d12 + 110)
Speed - 40 ft., climb 30 ft., fly 45 ft.

STR 28 (+9)
DEX 20 (+5)
CON 18 (+4)
INT 8 (-1)
WIS 18 (+4)
CHA 12 (+1)

Damage Immunities Poison
Damage Resistances Psychic
Condition Immunities Charmed, exhaustion, frighten, paralyzed, poisoned
Senses blindsight 60 ft., passive Perception 10
Languages -
Challenge 13 (10,000 XP)

Proficiency Bonus +5

Traits

Turn Immunity
The spirit warrior is immune to any effect that turns undead.

Two Beings As One.
The spirit warrior is unable to take actions or move unless it is piloted by another creature. In order for a creature to pilot the spirit warrior it must be able to fit in the spirit warrior's spelljamming cockpit (typically sized for a medium creature). A creature can enter or exit the cockpit by using an action. While being piloted by another creature, the spirit warrior is entirely under that creature's control and takes its turn in initiative in place of the pilot's turn. If the spirit warrior has to make a saving throw it uses the pilot's saving throw modifier in place of its own. If the spirit warrior takes any amount of psychic damage, the pilot takes the damage instead. If the spirit warrior is reduced to 0 hit points, the pilot must succeed on a DC 18 Constitution saving throw or be reduced to 0 hit points.

Actions

Multiattack.
The spirit warrior makes three weapon attacks.

Claw.
Melee Weapon Attack: +14 to hit, reach 10 ft., one creature.
Hit: 23 (4d6 + 9) slashing damage and the target is grappled (escape DC 18).

Greatsword.
Melee Weapon Attack: +14 to hit, reach 10 ft., one creature.
Hit: 27 (4d8 + 9) slashing damage.

Longbow.
Ranged Spell Attack: +10 to hit, reach 120/500 ft., one creature.
Hit: 23 (4d8 + 5) damage.

Fire Blast (Recharge 5-6).
The spirit warrior unleashes a 30-foot cone of fire from its stinger. Each creature in that area must make a DC 18 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one.